

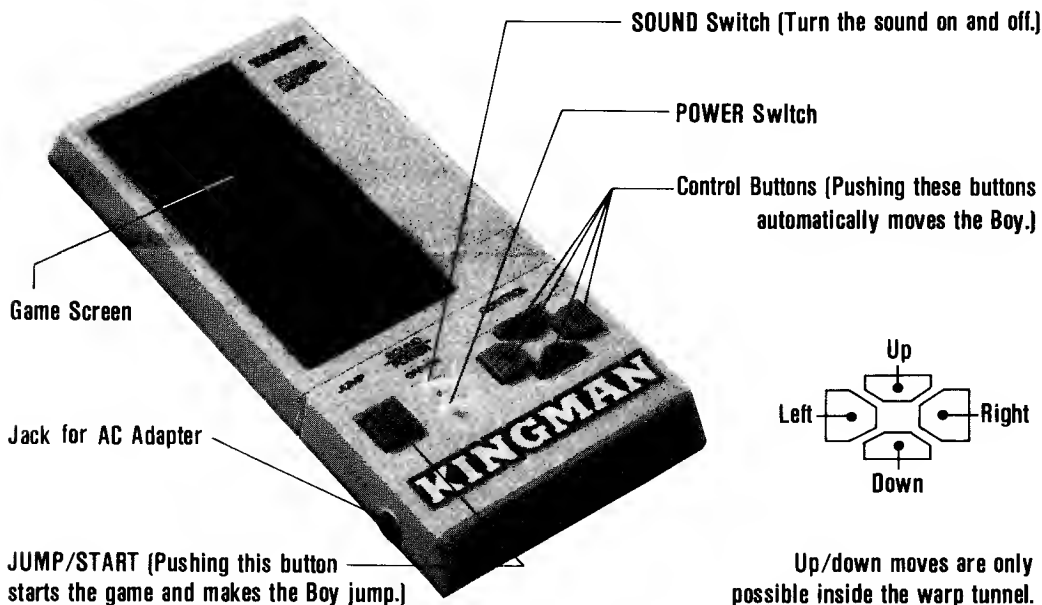
TANDY® LSI GAME KINGMAN

Catalog No. 60-2184

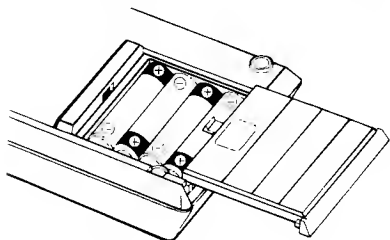
LSI GAME KINGMAN Instruction Book

Thank you for selecting one of Radio Shack's fine products.

Your Controls



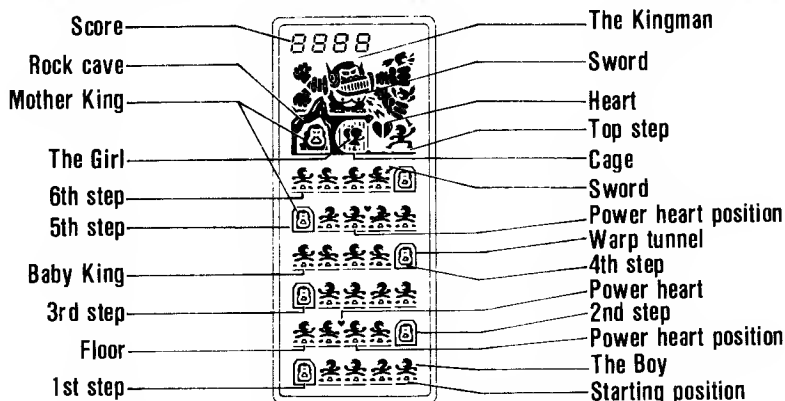
Loading Your Batteries



- ① Make sure the POWER switch is turned off.
- ② Open the battery compartment cover on the back of the game.
Install four AA (1.5V) batteries (such as Radio Shack's 23-582 or 23-552) as shown. Make sure you follow proper polarity (+ or -).
- ③ Close the battery compartment cover.





NOTE: If the game does not work when switched on, turn it off and then on again.

Characters in the Game



What's Going to Happen

The object of the game is to move the Boy (using the control buttons and the JUMP button) to rescue the Girl while evading the Mother King and the Baby King through four game patterns

Pattern 1	Pattern 2	Pattern 3	Pattern 4
 <p>The floors: All the sections of the floors are lighted. The Boy can move across them easily.</p> <p>Baby Kings: The Baby Kings appear on the top row and march downward a floor section at a time.</p>	 <p>The floors: Only the end sections of the floors on each row are lighted. Although the sections in the middle are not lighted, the Boy may move across the missing sections without trouble.</p> <p>Baby Kings: The Baby Kings appear on the top row and fall a row at a time through the missing floor sections.</p>	 <p>Baby Kings: The Baby Kings appear on the top row and march downward a step at a time. They fall through the missing floor sections.</p>	 <p>The floors: The floor sections move left and right and disappear frequently. If the Boy steps on a missing floor section, he falls through, but does not disappear. When the floor section in front of the Boy lights up, move the Boy onto it. Then keep pressing the control button of the direction you wish the Boy to go. The floor section under the Boy will remain and will not disappear. If you stop moving the Boy, you have to wait until the floor section in front of the Boy lights again. But be quick! The floors move very fast.</p> <p>Baby Kings: The Baby Kings appear on the top row and march downward a floor section at a time. They will fall through the missing floor sections. Be ready to JUMP!</p>

How to Play

- ① Turn the POWER switch to ON. The display screen lights.
- ② Press JUMP/START to start the game. Musical notes play and the screen displays the three Boys you are allotted for the game. When two of the Boys disappear from the screen, push the control button to move the remaining Boy.
- ③ The control buttons move the Boy left, right, up, or down. The Boy can only move up or down in the warp tunnel. If you wish the Boy to move continuously, press and hold the control button of the direction you wish the Boy to go. If you want to stop the Boy, release the control button.
- ④ To save the Boy from danger, such as a Baby King, push JUMP. He will jump upward over the danger. You can press JUMP and the control button together to make the Boy jump forward or backward.
- ⑤ The Boy must climb all the rows to reach the top step and rescue the Girl. Each time he reaches the top step during the first three game patterns, musical notes play, points are added to the score, and Kingman will take the Girl away. Then the next game pattern will begin. On the fourth pattern, when the boy reaches the top step, his sword automatically kills the Kingman and the Girl is rescued.
- ★ The Boy must avoid the Mother King and Baby Kings, or he disappears. When this happens, the screen will display the remaining Boys for this game, and the game starts again on the pattern in which the Boy disappeared. If no Boys remain, the game is over.
- ★ All the game patterns (1—4) appear in sequence. After the fourth game pattern, the game begins again with the first game pattern. But be careful! The game moves more quickly now.



The Boy

- Use the control buttons to move the Boy left, right, up, or down and use JUMP to make him jump his obstacles. The Boy can make either a forward or a backward jump when you push JUMP and the control button simultaneously, or he can leap upward when only JUMP is pressed.



- You are given three Boys to finish the game. When all three are captured by the Mother King or the Baby Kings, the game is over.
- If the Boy passes over the power heart, he cannot be hurt by the Mother King or Baby Kings and he can kill them. The power of heart lasts only a few seconds, so watch carefully. When the power of the heart ends, the Boy is vulnerable again.



The Mother King

- The Mother King in the rock cave on the top step produces the Baby Kings.
- The Mother King also appears frequently in the warp tunnels. Sometimes she appears in several warp tunnels at the same time. Do not move the Boy into the warp tunnel when it is occupied by the Mother King or the Boy disappears.



The Baby Kings

- When produced by the Mother King in the rock cave, the Baby Kings appear on the top row and move downward a floor section at a time. If the floor sections are missing, as in some game patterns, the Baby Kings will drop straight down through the missing floor.
- The Baby Kings go through the warp tunnels on their way down. Do not move the Boy into the warp tunnels when the Baby Kings are in them, or the Boy will disappear.



Power Heart

- The power heart appears occasionally for a few seconds in two places on the screen. If the Boy passes over the power heart while it is flashing, his enemies can not hurt him. He has a few seconds in which he will be able to conquer the Mother King and Baby Kings before the power ends.
- When the Boy passes over the heart, it disappears and the Baby Kings blink on and off until the heart loses power. Also, the Mother King in the rock cave will blink on and off as long as the power of the heart lasts. The power of the heart ends suddenly, so watch carefully and be ready to jump!



Warp Tunnel

- The Boy can move up or down in the warp tunnel.
- Before the Mother King appears in a warp tunnel, the tunnel blinks to warn you.
- Do not move the Boy into the tunnel once the Mother King is in it. If the tunnel starts to blink, the Boy might be able to get through the tunnel before the Mother King appears

Floors

- The floor patterns vary with the game patterns. In the first pattern, the floor sections are all solid. The second pattern has no lighted floor sections down the middle of the screen, but the Boy can move across the invisible floor. The third pattern has disappearing floors, and the fourth pattern has moving floors.



The Top Step and Kingman

- The Kingman locks the Girl in a cage on the top step.
- Through the first three game patterns, when the Boy reaches the top step, the Kingman takes the Girl away and puts her in another cage, beginning the next pattern.
- Pattern four supplies the Boy with a sword immediately before he reaches the top step. When he reaches the top step in the fourth pattern, the sword kills the Kingman. The Kingman disappears from the screen piece by piece. When the Kingman is killed, the cage around the Girl disappears and a heart appears to show that the Boy and Girl have fallen in love.
- When the fourth step has been reached, the game begins again at the first pattern. However, the game moves more quickly this time.

Winning Your Points

Leaping across Baby King		10 points
Jumping over Baby King		20 points
Power heart:		
First Baby King		10 points
Second		20 points
Third and after		30 points
First Mother King		100 points
Second		200 points
Third		300 points
Top Step:		
Patterns 1 — 3		200 points
Pattern 4, Half-heart		300 points
Pattern 4, Whole heart		500 points

The highest score that can be displayed is 9990 points. Beyond this, the score returns to 0 points.

Caring for Your Game

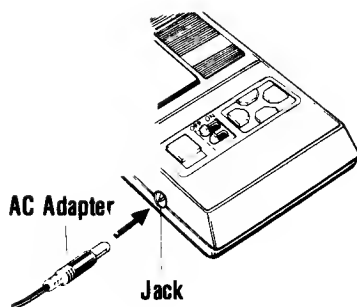
- ① This game uses fluorescent indicators and the high-precision components of a microcomputer. Handle with care.
- ② When using an AC adapter, be sure to use Radio Shack's 273-1650
- ③ The game should not be put in places where static electricity is generated (as on top of the TV set or near a microwave oven).
- ④ Replace all of the batteries with new ones whenever display illuminations fail to operate properly, the illuminations grow dim, or parts of the screen do not light
- ⑤ Spilled beverages or food crumbs may damage the game
- ⑥ Clean the surface of the game with a dry cloth. Volatile liquids such as paint thinner and polish remover should not be used.
- ⑦ Lengthy periods in direct sunlight or exposure to hot or cold temperature extremes will damage the game.
- ⑧ Do not attempt to disassemble, or try to repair the game. If the game needs repairs, take it to your nearest Radio Shack store.

AC Adapter

Although your Kingman game runs on four AA batteries, it can also run on the AC power of an electrical outlet. An AC adapter (not included), such as Radio Shack's 273-1650, can be inserted into the AC jack on the back of the game as illustrated.

Use the green plug select 6V, and set center tip to negative.
CAUTION: Use only the Radio Shack AC adapter recommended above.

When the game is not being played, pull the AC adapter plug from the outlet.



RADIO SHACK LIMITED WARRANTY

This product is warranted against defects for 90 days from date of purchase from Radio Shack company-owned stores and authorized Radio Shack franchisees and dealers. Within this period, we will repair it without charge for parts and labor. Simply **bring your Radio Shack sales slip** as proof of purchase date to any Radio Shack store. Warranty does not cover transportation costs. Nor does it cover a product subjected to misuse or accidental damage.

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